

# Yusra Suhail

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## PROFILE

Highly motivated and self-directed Computer Science student skilled in design, programming, and debugging. Exhibited problem-solving skills through leading multiple projects as an IT consultant and a student. Exceptional detail-oriented communication ensuring high-quality work. Passionate about working on application development and staying up to date with advancements.

## EDUCATION

**University of Rhode Island**, Kingston, RI

**May 2023**

**Major:** Bachelor of Science Computer Science with a minor in Cyber Security

**Honors:** CGPA: **3.93/4.00**, Deans List (All semesters), Centennial Scholar

## SKILLS

- Python, C++, C, Rust, Flutter, Dart, Asteroid, Database Designing, SQL, Java, JavaScript, HTML, Bash Scripting, OOP
- Windows, Mac, Linux, Git, GitHub, Microsoft Office, Pandas DB, Bootstrap, Jupyter Notebooks, Trello

## WORK EXPERIENCE

### UNIVERSITY OF RHODE ISLAND

#### Lead Information Technology Service Desk Consultant

**November 2022 - Present**

- Serves as the main point of contact for URI Information Technology Services (ITS) to facilitate communication, address mutual concerns, and foster collaborations between multiple departments
- Administers URI domain for supported users, including occasional management functions
- Analyzes and addresses IT needs, provides leadership and training, and develops technology recommendations for the future

#### Research Intern

**September - December 2022**

- Worked on refactoring an application written in JavaScript using React and Redux to make the code precise, easy to read and use for Psychology researchers to analyze data

#### Senior Information Technology Service Desk Consultant

**August 2022 - November 2022**

- Planned, organized, and managed the activities of a project team; made assignments to other technologists and support staff; checked, evaluated progress, and reported on all team activities
- Routinely analyzed and ascertained the department's IT needs and implemented appropriate solutions in a timely fashion

#### Teaching Assistant

**September 2021 - Present**

- Aided professor in grading and record-keeping for Social and Ethical Issues in Computing class
- Participated in TA meetings for efficient class management

#### Information Technology Service Desk Consultant

**September 2021 - August 2022**

- Demonstrated ability to excel in a fast-paced environment, providing IT support to all employees, including remote assistance, and maintaining IT equipment
- Managed secure development and maintenance of servers and network for optimal functioning

## PROJECTS

### Computational Geometry

**January 2023 - Present**

- Creating C++ libraries for polygons on Open Gl platform with Computational Geometry expertise
- Utilizing robust debugging functionality provided by XCode to identify and remedy code errors, including segmentation faults

Link to the project: <https://github.com/yusras99/Geometry>

### Chore Tracker

**December 2023 - Present**

- Innovating a household chore management app using Flutter and Dart for IOS/Android

Link to the project: [https://github.com/Liam-Cannon-Yusra-Suhail-Partnership/ly\\_app](https://github.com/Liam-Cannon-Yusra-Suhail-Partnership/ly_app)

### Universal Virtual Machine (UM) in Rust

**April 2022**

- Developed UM with 8 registers, segmented memory, I/O device, and a 32-bit program counter to parse byte level instructions

Link to the project: <https://github.com/yusras99/rum>

### URI Memorial Union Website Redesign

**September 2021 - May 2022**

- Collaborated with a team member and redesigned school website to improve public engagement by implementing a new theme, enhancing layout, interactivity and visual appeal using HTML and GUI

Link to the website: <https://web.uri.edu/memorialunion/>

### Submarine Survival

**September - December 2021**

- Created a Java game to help a submarine avoid sea animals, utilizing Agile, object-oriented approach, and unit testing
- Produced a comprehensive Software Requirement Specification with UML diagrams and functional requirements

Link to the game: <https://github.com/CSC305/f21g.git>